


```
SSSSSSSS  MM  MM  GGGGGGGG  TTTTTTTTTT  RRRRRRRR  MM  MM  PPPPPPPP  TTTTTTTTTT  RRRRRRRR
SSSSSSSS  MM  MM  GGGGGGGG  TTTTTTTTTT  RRRRRRRR  MM  MM  PPPPPPPP  TTTTTTTTTT  RRRRRRRR
SS  SS  MMMM  MMMM  GG  GG  RR  RR  MMMM  MMMM  PP  PP  TT  TT  RR  RR
SS  SS  MMMM  MMMM  GG  GG  RR  RR  MMMM  MMMM  PP  PP  TT  TT  RR  RR
SS  SS  MM  MM  GG  GG  RR  RR  MM  MM  PP  PP  TT  TT  RR  RR
SSSSSSS  MM  MM  GG  GG  RRRRRRRR  MM  MM  PPPPPPPP  TT  TT  RRRRRRRR
SSSSSSS  MM  MM  GG  GG  RRRRRRRR  MM  MM  PPPPPPPP  TT  TT  RRRRRRRR
SS  SS  MM  MM  GG  GG  RR  RR  MM  MM  PP  PP  TT  TT  RR  RR
SS  SS  MM  MM  GG  GG  RR  RR  MM  MM  PP  PP  TT  TT  RR  RR
SSSSSSSS  MM  MM  GGGGGG  GG  TT  TT  RR  RR  MM  MM  PP  PP  TT  TT  RR  RR
SSSSSSSS  MM  MM  GGGGGG  GG  TT  TT  RR  RR  MM  MM  PP  PP  TT  TT  RR  RR
SSSSSSSS  MM  MM  GGGGGG  GG  TT  TT  RR  RR  MM  MM  PP  PP  TT  TT  RR  RR
SSSSSSSS  MM  MM  GGGGGG  GG  TT  TT  RR  RR  MM  MM  PP  PP  TT  TT  RR  RR
```

```
SSSSSSSS  DDDDDDDD  LL
SSSSSSSS  DDDDDDDD  LL
SS  SS  DD  DD  LL
SS  SS  DD  DD  LL
SS  SS  DD  DD  LL
SSSSSSS  DD  DD  LL
SSSSSSS  DD  DD  LL
SS  SS  DD  DD  LL
SS  SS  DD  DD  LL
SS  SS  DD  DD  LL
SSSSSSSS  DDDDDDDD  LLLLLLLLLL
SSSSSSSS  DDDDDDDD  LLLLLLLLLL
```


MODULE \$SMGTRMPTR: /* Terminal Capability Pointers for RTL SMGS facility
{ File: SMGTRMPTR.SDL Edit: PLL1002

{
{
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{++
{ FACILITY: Screen Management

{ ABSTRACT:

{ The following constants are request codes passed to the routine
{ that retrieves data from the terminal definitions file.

{ They are used as offsets into the characteristic pointers (which
{ are accessed as a vector of words). A terminal definition consists
{ of these pointers and the actual data.

{ Edit history:

{ 1-001 Original. PLL 13-Nov-1983

{ -002 Add BEGIN_NORMAL_RENDERING. PLL 15-Mar-1984

{/*
{/* Boolean capabilities here - 1 - 220
{/*

constant (
 ADVANCED_VIDEO,
 ANSI_CRT,
 AUTO_MARGIN,
 BACKSPACE,
 BLOCK_MODE,
 DEC_CRT,
 EDIT,

```
EIGHT_BIT,  
FULDDOP,  
IGNORE_NEWLINE,  
INSERT_MODE_NULLS,  
LOWERCASE,  
NO_ERASE,  
NO_SCROLL,  
OVERSTRIKE,  
PRINTER_PORT,  
REGIS,  
SCOPE,  
SIXEL_GRAPHICS,  
SOFT_CHARACTERS,  
PHYSICAL_TABS,  
PHYSICAL_FF,  
UNDERLINE,  
CURSOR_REPORT_ANSI  
) equals 1 increment 1 prefix SMG tag $K;
```

```
/*  
/* Private capabilities should be temporary. Put them at the  
/* end of the range.  
/*
```

```
constant (  
PRIVATE_B00_1,  
PRIVATE_B00_2,  
PRIVATE_B00_3,  
PRIVATE_B00_4,  
PRIVATE_B00_5,  
PRIVATE_B00_6,  
PRIVATE_B00_7,  
PRIVATE_B00_8,  
PRIVATE_B00_9,  
PRIVATE_B00_10  
) equals 21T increment 1 prefix SMG tag $K;
```

```
/*  
/* Numeric capabilities here - 221 to 440  
/*
```

```
constant (  
COLUMNS,  
CR_FILL,  
FRAME,  
LF_FILL,  
NUMBER_FN_KEYS,  
ROWS,  
VMS_TERMINAL_NUMBER,  
WIDE_SCREEN_COLUMNS  
) equals 22T increment 1 prefix SMG tag $K;
```

```
/*  
/* Private capabilities should be temporary. Add them  
/* at the end of the range.  
/*
```



```
constant (  
PRIVATE_NUM_1,  
PRIVATE_NUM_2,  
PRIVATE_NUM_3,  
PRIVATE_NUM_4,  
PRIVATE_NUM_5,  
PRIVATE_NUM_6,  
PRIVATE_NUM_7,  
PRIVATE_NUM_8,  
PRIVATE_NUM_9,  
PRIVATE_NUM_10  
) equals 43T increment 1 prefix SMG tag $K;
```

```
/*  
/* String capabilities here - 441 - 660  
/*
```

```
constant (  
BEGIN_ALTERNATE_CHAR,  
BEGIN_BLINK,  
BEGIN_BOLD,  
BEGIN_DELETE_MODE,  
BEGIN_INSERT_MODE,  
BEGIN_LINE_DRAWING_CHAR,  
BEGIN_REVERSE,  
BEGIN_UNDERSCORE,  
BOTTOM_T_CHAR,  
CLEAR_TAB,  
CROSS_CHAR,  
CURSOR_DOWN,  
CURSOR_LEFT,  
CURSOR_RIGHT,  
CURSOR_UP,  
DARK_SCREEN,  
DELETE_CHAR,  
DELETE_LINE,  
DEVICE_ATTRIBUTES,      /* formerly IDENTIFY_TERMINAL  
DOUBLE_HIGH_BOTTOM,  
DOUBLE_HIGH_TOP,  
DOUBLE_WIDE,  
DUPLICATE,  
END_ALTERNATE_CHAR,  
END_BLINK,  
END_BOLD,  
END_DELETE_MODE,  
END_INSERT_MODE,  
END_LINE_DRAWING_CHAR,  
END_REVERSE,  
END_UNDERSCORE,  
ERASE_TO_END_DISPLAY,  
ERASE_TO_END_LINE,  
ERASE_WHOLE_DISPLAY,  
ERASE_WHOLE_LINE,  
HOME,  
HORIZONTAL_BAR,  
INIT_STRING,
```

INSERT_CHAR,
INSERT_LINE,
INSERT_PAD,
KEY_0,
KEY_1,
KEY_2,
KEY_3,
KEY_4,
KEY_5,
KEY_6,
KEY_7,
KEY_8,
KEY_9,
KEY_BACKSPACE,
KEY_COMMA,
KEY_DOWN_ARROW,
KEY_E1,
KEY_E2,
KEY_E3,
KEY_E4,
KEY_E5,
KEY_E6,
KEY_ENTER,
KEY_F1,
KEY_F2,
KEY_F3,
KEY_F4,
KEY_F5,
KEY_F6,
KEY_F7,
KEY_F8,
KEY_F9,
KEY_F10,
KEY_F11,
KEY_F12,
KEY_F13,
KEY_F14,
KEY_F15,
KEY_F16,
KEY_F17,
KEY_F18,
KEY_F19,
KEY_F20,
KEY_LEFT_ARROW,
KEY_MINUS,
KEY_PERIOD,
KEY_PF1,
KEY_PF2,
KEY_PF3,
KEY_PF4,
KEY_RIGHT_ARROW,
KEY_UP_ARROW,
LABEL_F1,
LABEL_F2,
LABEL_F3,
LABEL_F4,

LABEL_F5,
LABEL_F6,
LABEL_F7,
LABEL_F8,
LABEL_F9,
LABEL_F10,
LABEL_F11,
LABEL_F12,
LABEL_F13,
LABEL_F14,
LABEL_F15,
LABEL_F16,
LABEL_F17,
LABEL_F18,
LABEL_F19,
LABEL_F20,
LEFT_T_CHAR,
LIGHT_SCREEN,
LOWER_LEFT_CORNER,
LOWER_RIGHT_CORNER,
NAME,
NEWLINE_CHAR,
PAD_CHAR,
RESTORE_CURSOR,
RIGHT_T_CHAR,
SAVE_CURSOR,
SCROLL_FORWARD,
SCROLL_REVERSE,
SEL_ERASE_TO_END_DISPLAY,
SEL_ERASE_TO_END_LINE,
SEL_ERASE_WHOLE_DISPLAY,
SEL_ERASE_WHOLE_LINE,
SET_APPLICATION_KEYPAD,
SET_CHAR_NOT_SEL_ERASE,
SET_CHAR_SEL_ERASE,
SET_CURSOR_ABS,
SET_NUMERIC_KEYPAD,
SET_SCROLL_REGION,
SET_TAB,
SINGLE_HIGH,
TAB_CHAR,
TOP_T_CHAR,
UNDERLINE_CHAR,
UPPER_LEFT_CORNER,
UPPER_RIGHT_CORNER,
VERTICAL_BAR,
WIDTH_NARROW,
WIDTH_WIDE,
CURSOR_POSITION_REPORT,
REQUEST_CURSOR_POSITION,
CR_GRAPHIC,
FF_GRAPHIC,
LF_GRAPHIC,
HT_GRAPHIC,
VT_GRAPHIC,
TRUNCATION_ICON,

```
CURSOR_NEXT_LINE,  
CURSOR_PRECEDING_LINE,  
INDEX,  
REVERSE_INDEX,  
BEGIN_NORMAL_RENDERITION
```

```
) equals 441 increment 1 prefix SMG tag $K;
```

```
/*  
/* Private capabilities should be temporary. Add them at  
/* the end of the range.  
/*
```

```
constant (  
PRIVATE_STR_1,  
PRIVATE_STR_2,  
PRIVATE_STR_3,  
PRIVATE_STR_4,  
PRIVATE_STR_5,  
PRIVATE_STR_6,  
PRIVATE_STR_7,  
PRIVATE_STR_8,  
PRIVATE_STR_9,  
PRIVATE_STR_10
```

```
) equals 65T increment 1 prefix SMG tag $K;
```

```
end_module $SMGTRMPTR;
```


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